

Dolby Standard tolerates no OpenSource implementation

<http://swpat.ffii.org/pikta/xrani/dolby/index.en.html>

Workgroup

swpatag@ffii.org

english version 2004/08/16 by Hartmut PILCH*

2005-01-06

Under threat from a group of patent holders, an attempt to develop open source software to support the Dolby audio standards had to be scrapped in March 2001. The patent holders want a licence fee for each copy distributed. This excludes publication of source code on the Net and thus makes it impossible to develop surrounding infrastructure in an open and secure manner.

Contents

- **M. Lewis 00-11-27: Pressured by Dolby, Open-Source Audio Developer Takes Down Software¹**

Press report about how an opensource project was closed down due to pressures from the AAC license consortium which requires a lumpsum payment of 10,000 USD plus a per-copy payment of 1.35 USD, thus effectively banning free software implementations. The policies surrounding AAC also harm interoperability.

*<http://www.ffii.org/~phm>

¹<http://www.xiph.org/archives/vorbis-dev/200011/0286.html>

- **Heise: Dolby setzt Entwickler freier AAC-Encoder unter Druck²**

News report about pressures of Dolby on developers of open source encoders.

- **MPEG-related patents on compression of acoustic data³ (Dolby/AAC is largely based on MPEG patents)**

²<http://www.heise.de/newsticker/data/vza-20.11.00-000/>

³<http://localhost/swpat/pikta/xrani/mpeg/index.en.html>